Michel Hajný

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About

Graduate of Palacký University in Olomouc, Department of **Informatics and Mathematics**, majoring in Information Technology. I worked as **software developer at HELLA in different positions** and as a **software developer for Precismo.** I also tried my hand at **freelancing on Fiverr** while I was in college, where I provided people with web design and coding services and it is something that has partialy stayed with me to this day. During my internship in Vienna, I got an experience at TU Wien, where I created 3D models of the campus in the Rhinoceros software. I also worked for Grizly in various positions for 6 years, which gave me a wide wide range of knowledge and skills.

Working Experience

UX Designer as a freelancer (ičo: 21962715), Webfusion, s. r. o & Solar Components, s.r.o.
Aug 2024 - , Olomouc
While working as a software developer at Appian for Forvia, I also started working as a freelancer in the UX/UI area for Webfusion and for Solar Components company where I create web designs and participated on research. The latest project I worked on was for the company ASIO, which was assigned to me by Webfusion. The goal was to create a new website for their product that would align with the design of their existing website. I was responsible for the entire process and communication with the client. Take a look on the ASIO project !
Gained skills
- **Communication with clients and Webfusion co-workers in different platforms** (google meets, slack, email)
- **UX process** (because of the time pressure I needed to quickly understand clients requirements and user needs and quickly address those in prototypes for later iteration)
- **Time management** (I held full-time positions, so all freelancing work was done outside of my regular job hours)
- **Figma** (I used Figma for various purposes, including as a tool for documenting questions and answers related to the project, asset storage, process documentation, and creating both low-fi and high-fi prototypes and designs)

Appian Software Developer, HELLA AUTOTECHNIK NOVA, s.r.o.
Aug 2024 - , Olomouc (Loštice)
At HELLA, I transitioned to a new role where I continued to engage in a variety of tasks. My primary responsibility involves working closely with clients to identify business challenges and define solutions through workflows on the Appian platform. The process begins with understanding the client's needs, followed by analyzing the necessary steps to address those issues. I then design and build the solution from the ground up, including creating the database and tables, developing user interfaces, and implementing processes that serve as the core logic to connect various aspects of the application.
Gained Skills
- **Experience with Appian software**
- **Communication with the business**
- **Understanding company processes**
- **Teamwork**

Software Web (front-end) Developer, HELLA AUTOTECHNIK NOVA, s.r.o.
Aug 2023 - Aug 2024, Olomouc (Loštice)
In my full-time position as a Front-End Web Developer at HELLA, I worked within a smaller team, handling a variety of tasks. My primary responsibility was to create new websites and maintain existing ones. I regularly communicated with international clients to gather and clarify their requirements for new projects. Additionally, I collaborated with designers to review these requirements, and together, we prioritized and planned the project phases based on time constraints and available resources.

The project I spent the most time on at HELLA was Hella-Techworld 3.0, where I implemented the majority of the components. This was also the longest project I worked on, lasting over a year. Throughout the process, I gained extensive experience with the CMS FirstSpirit. Since the project was a collaborative effort, we worked with a shared repository on GitLab. We had meeting every second day with our colleagues from the business and design teams in Germany to discuss progress. As the primary developer for the front-end components, my participation in these meetings was crucial because we got lot of feedback on components which we then refactored. Take a look on HELLA-TECHWORLD!
Gained Skills
- **Communication with the business and designers**
- **Making adjustments on Figma templates based on additional requirements from business and editorial team**
- **Sharing workspace with team members**
- **Creation of components using HML, CSS (SCSS), JS**
- **Implement components and their logic into CMS system called FirstSpirit for editors**

Software Developer, Precismo, s.r.o.
Jun 2022 - Jun 2023, Prague (Rudná)
Creating adons for Blender (3D modelling software) to make work easier for graphic designers in modeling. Most of the development of adons is in Python.

Freelancer on the Fiverr platform
Period 2022
Through the platform I communicated with international customers, design webwebsite, which I produced based on the requirements and after meeting the customer's criteriafor the project, I started development according to the template created in Figma.

Computer Maintenance Technician, SOVYM, s.r.o
Jul 2019 - Aug 2019, Olomouc (Hlušovice)
Computer cleaning and maintenance for SOVYM.

Warehouse and Support Technician, Grizly. s.r.o
Jun 2016 - Jan 2022, Olomouc (Chválkovice)
In the early days of the company I was responsible for minor work in the warehouse, etc., then later for logistics between two warehouses and maintenance computers. I also worked with other warehouse staff and supported technical aspects of the operation, which developed my ability to work as part of a team.

Internship

TU Wien
Jun 2020 - Aug 2020
Internship mediated by SPŠE in Olomouc and Erasmus+ programme on 3D modelling of the structure, for a research station at the Eisenerez campus, (in the 3D modelling program Rhinoceros).

Certificates and courses

UX Summer Camp, Alma Career
June 11 - June 14, 2024
In the design course, I experienced the entire design process from start to finish. I created prototypes that effectively addressed real-world needs and issues, ensuring they were both visually appealing and functional.

I learned to think like a designer, focusing on user experience and the practicality of products and services. I honed my empathy and listening skills to better understand user needs.

Throughout the course, I also practiced presenting and defending my design solutions, crucial skills in the design industry. These skills were refined within small groups, where I received valuable feedback. See result

Conduct UX Research and Test Early Concepts, Google Course
June 4, 2024
Plan and conduct moderated and unmoderated usability studies. Synthesize observations from usability studies and come up with insights. Share research methodology and insights using persuasive presentation skills. Modify low-fidelity designs based on research insights. See certificate

Build Wireframes and Low-Fidelity Prototypes, Google Course
May 25, 2024
I´am able to create storyboards to come up with ideas about solutions to user needs and also start with wireframes creation on paper and digitally in the design tool Figma. Build paper prototypes to create interactive designs. Design low-fidelity prototypes in Figma. See certificate

Start the UX Design Process: Empathize, Define, and Ideate, Google Course
May 19, 2024
Empathize with users to understand their needs and pain points. Develop problem statements to define user needs. Generate ideas for possible solutions to user problems. See certificate

Foundations of User Experience (UX) Design, Google Course
May 4, 2024
I understand foundational concepts in UX design, such as user-centered design, the design process, accessibility, and equity-focused design. See certificate

Skills

Software, Programming
VS Code, GitHub Desktop, Git, Gitea, Linux/Unix, Postman, FirstSpirit, ChatGPT4.0

Software, Other
Figma, Blender, Teams, Miro, Canva, ChatGPT4.0, Affinity (basics), Davinci Resolve (basics), Microsoft Office 365, Relume, ChatGPT

Languages, Programming
Python, JS (vanilla, jquery), React, C# (basics), C (basics), SQL - postgre, NoSQL - mongo, JSP, HTML, CSS/SCSS

Languages, Spoken
English (B1 - B2)